

Damage Sources and Their Effects – By Liam Gallagher, for the Shattered Sea Campaign

The following is a list of damage sources and the amount of damage and the types of effects that they inflict. This list is not meant to be exhaustive, as each individual power has it's own particulars, but rather a rough guide so you can know what to expect while out on the Shattered Sea.s

Acid

Attacks – Fortitude, Reflex
Damage – Medium
Ongoing Damage – High
Effects – Blinded, Weakened

Damage – Medium

Ongoing Damage – Medium
Effects – Dazed, Immobilized, Prone,
Pushed, Pulled, Restrained,
Stunned, Weakened

Charm

Attacks – Will
Damage – None
Ongoing damage – Low/None
Effects – Blinded, Dazed, Deafened,
Dominated, Helpless,
Immobilized, Pushed, Pulled,
Prone, Slowed, Stunned,
Unconscious, Weakened

Illusion (Highly variant upon attack)

Attacks – Will
Damage – Medium
Ongoing Damage – Medium
Effects – Blinded, Dazed, Dominated,
Deafened, Helpless,
Immobilized, Prone, Pushed,
Pulled, Restrained, Stunned,
Surprised, Weakened

Cold

Attacks – All
Damage – Medium
Ongoing Damage – Low
Effects – Dazed, Immobilized, Pushed,
Restrained, Slowed, Stunned

Lightning

Attacks – AC, Fortitude, Reflex
Damage – High
Ongoing Damage – Low/None
Effects – Dazed, Immobilized, Slowed,
Stunned, Weakened

Fear

Attacks – Will
Damage – None
Ongoing Damage – None
Effects – Blinded, Dazed, Deafened,
Immobilized, Push, Pull, Prone,
Slowed, Stunned, Weakened

Necrotic

Attacks – Fortitude, Reflex, Will
Damage – Medium
Ongoing Damage – High
Effects – Blinded, Deafened, Slowed,
Unconscious, Weakened

Fire

Attacks – AC, Fortitude, Reflex
Damage – Medium
Ongoing Damage – High
Effects – None

Poison

Attacks – Fortitude
Damage – Low
Ongoing Damage – High
Effects – Blinded, Dazed, Deafened,
Helpless, Immobilized, Petrified,
Slowed, Stunned, Unconscious,
Weakened

Force (Highly variant upon attack)

Attacks – AC, Fortitude, Reflex

Psychic

Attacks - Will

Damage – High

Ongoing Damage – Medium

Effects – Blinded, Dazed, Deafened,
Dominated, Helpless,
Immobilized, Prone, Pushed,
Pulled, Slowed, Stunned,
Unconscious, Weakened

Radiant

Attacks - All

Damage – Medium

Ongoing Damage – Low

Effects – Blinded, Dazed, Prone,
Pushed, Slowed, Stunned,
Teleported, Weakened

Thunder

Attacks – AC, Fortitude, Reflex

Damage – Medium

Ongoing Damage – None

Effects – Dazed, Deafened, Prone,
Pushed, Stunned, Unconscious

Weapon

Attacks – AC, Reflex

Damage – Medium

Ongoing Damage – Medium/None

Effects – Blinded (icky), Dazed, Prone,
Pushed, Pulled, Slowed Stunned